Warband Building and Scenarios

The *Unhallowed*™ set is designed for Limited-format play using 200-point warbands. When playing Out Of The Box scenarios or in draft formats, each player should have two *Unhallowed* Booster Packs and build warbands of up to 200 points.

Epic Creatures

The *Unhallowed* set can be played using two formats: warbands of 200 or 500 points. Four creatures have two skirmish stat cards: One card provides information for using the creature in a 200-point warband, and the other card, printed in blue, provides stats for the more powerful ("epic") version of the creature for use in a 500-point warband. The 200-point-play card has D&D roleplaying stats on the reverse, and the epic card has a large illustration of the creature on the reverse.

Constructed Play: Epic versions of creatures are not legal in 200-point skirmishes. In 500-point Epic skirmishes, creatures of any cost are legal, and you can choose between a creature's standard or epic stats and point cost. You could even build a 500-point warband including standard and epic versions of the same non-Unique creature, so long as you clearly mark which is which and inform your opponent.

Limited Play: Epic creatures from this set cannot be used in 200-point play.

RPGA Statistics

Three *Unhallowed* creatures—Changeling Rogue, Halfling Brawler, and Wild Elf Warsinger—have statistics for 4th-level player characters on the D&D Roleplaying Stats side of the card rather than for the characters of the skirmish side. These characters are official and approved for use in the RPGA® Xen'drik Expeditions campaign. Complete character sheets for these characters and others are available on the RPGA website (**www.rpga.com**).

Special Ability and Spell Clarifications

New rules and clarifications that directly affect the *Unhallowed* set are summarized here.

A New Thrall: A creature that fails its save against this ability immediately gives the Thrall of Blackrazor's controller victory points. The controller of the creature that destroyed the Thrall of Blackrazor still gains victory points for destroying the Thrall of Blackrazor. If the creature affected by A New Thrall is later eliminated, it does not then grant victory points to any player.

Backbiter: The affected creature makes an attack roll to see if it hits its own AC. If it fails to do so, the creature takes no damage.

Black Death: A creature hit by the Rat Swarm immediately makes a save. If successful, the creature is not affected by Black Death. If unsuccessful, the creature gets a cumulative –1 penalty each time it activates. At the end of each of the affected creature's turns, it can attempt a saving throw to stop further penalties, but it still retains the penalty it has accumulated.

Blood Rock: A creature on blood rock scores a critical hit when its melee attack roll is a natural 19 or 20. The attack automatically hits no matter how high the defender's AC, even if the defender is immune to critical hits. Ranged attacks are not affected by blood rock.

Body Thief: A player that uses this ability still scores victory points for eliminating the creature that player now controls. If the possessed creature is then destroyed, the opponent scores victory points for eliminating the Intellect Devourer, but not for eliminating the possessed creature.

Domination: This ability counts as a Dominate effect for the purposes of Immune Dominate.

ENERGY Healing: A creature gains the benefit of this ability after any other damage from an attack is applied. Thus, if a creature with Fire Healing 5 has 10 hit points left and is damaged by a Duergar Slaver's melee attack (10 damage + 5 fire damage), it still dies. The healing ability never activates because the creature dies from the Duergar Slaver's normal damage first.

Pseudodragon: The Pseudodragon does not have Tiny Reach because it attacks with its long tail.

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